BUCKSPORT TOWN COUNCIL MEETING 7:00 P.M., THURSDAY, JANUARY 29, 2015 TOWN COUNCIL CHAMBERS – BUCKSPORT TOWN OFFICE AGENDA

- 1. Call Meeting to Order by Town Clerk
- 2. Roll Call by Town Clerk
- 3. Presentation of any Town Council Recognitions none
- 4. Consider minutes of previous meetings
- 5. Receive and review correspondence and document
- 6. **Public Hearings none**
- 7. New Ordinances to Consider none
- 8. Discussion Items (Manager Clarification and Direction, or Council Discussion and/or Input on Issues)
 - a. Wilson Hall Discussion
 - b. Mill Update and Related Actions
 - c. Discussion of the CEO Taking Legal Action in the Enforcement of an Illegal Junkyard in Bucksport
 - d. FY 2016 Budget Discussion

9. Agenda Items

- a. Consider Resolve #R-2015-65 Authorizing the Code Enforcement Officer to File a Complaint in District Court Pursuant to Rule 80k of the Maine Rules of Civil Procedure
- b. Consider Resolve #R-2015-70 Accepting the Work Completed by Bangor Gas Regarding the Expansion of Service in Bucksport
- c. Consider Resolve #R-2015-71 Setting the Rate of Interest for Delinquent Sewer Bills for Calendar Year 2015
- d. Consider Resolve #R-2015-72 Approval of Additional Funds for Decorating Committee
- e. Consider Resolve #R-2015-73 Setting a Uniform Per Capita Rate Charge for all Communities Utilizing the Bucksport Animal Shelter

10. Appointments, Assignments, and Elections

- a. Election of Chairman Pro Tempore
- b. Council Committee Assignments
- 11. Town Manager Report
- 12. Public Hearings and/or Approval of any Licenses or Permits, if applicable
- 13. Discussion of Items Not on the Agenda for Council and Public
- 14. Upcoming Public Hearings
 - a. see any newly scheduled above if applicable

15. Designation of Topics for Committee Assignment and Scheduling of Committee Meeting

- a. Waterfront Committee for Discussion of LED Lighting
- b. Ordinance Committee to Review Council Rules
- c. Any Additional Committee Assignments and Scheduling
- 16. Agenda Items Requiring Executive Sessions
- 17. Adjournment